

FIGURE 1 - Prior Art

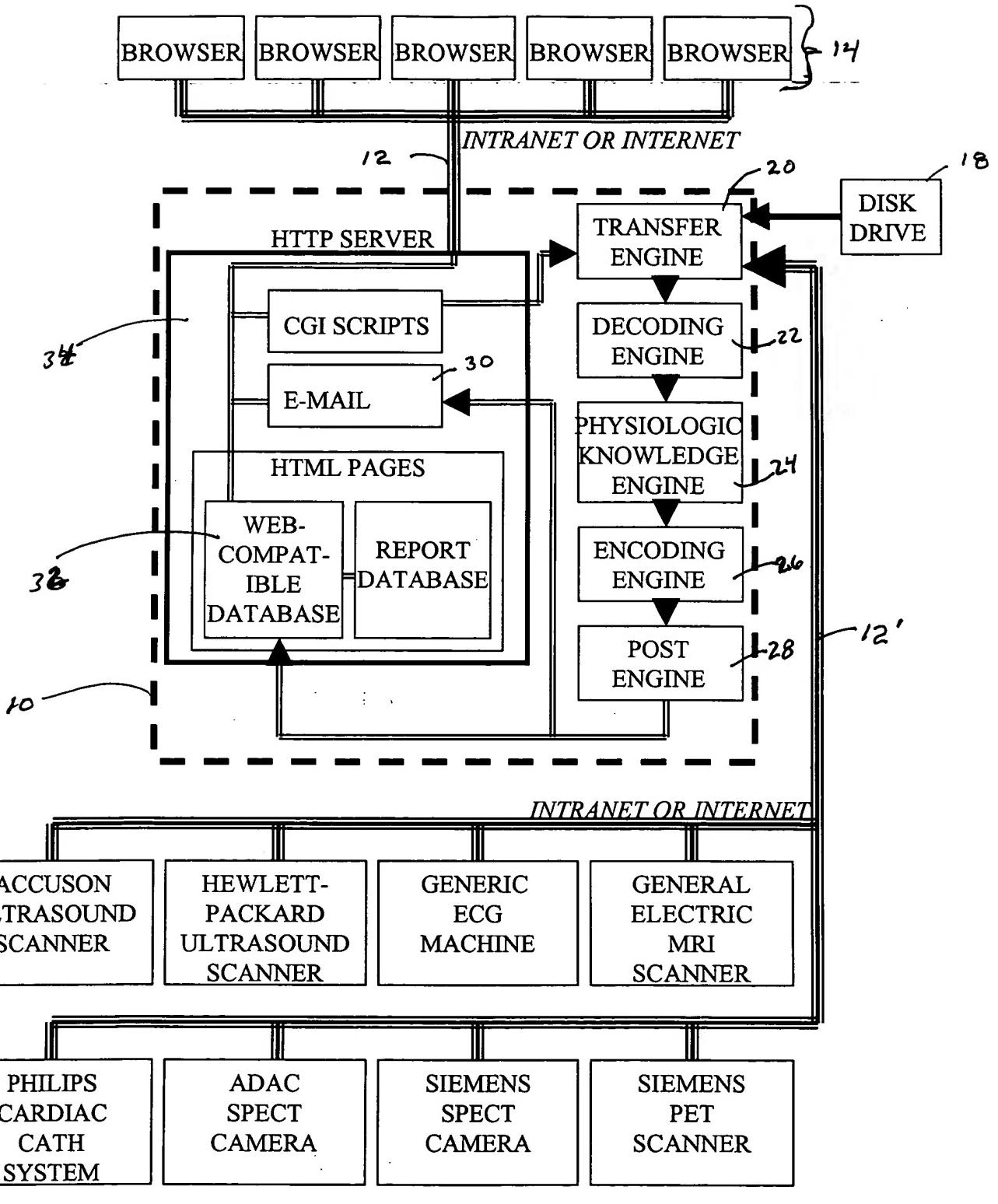


FIGURE 2

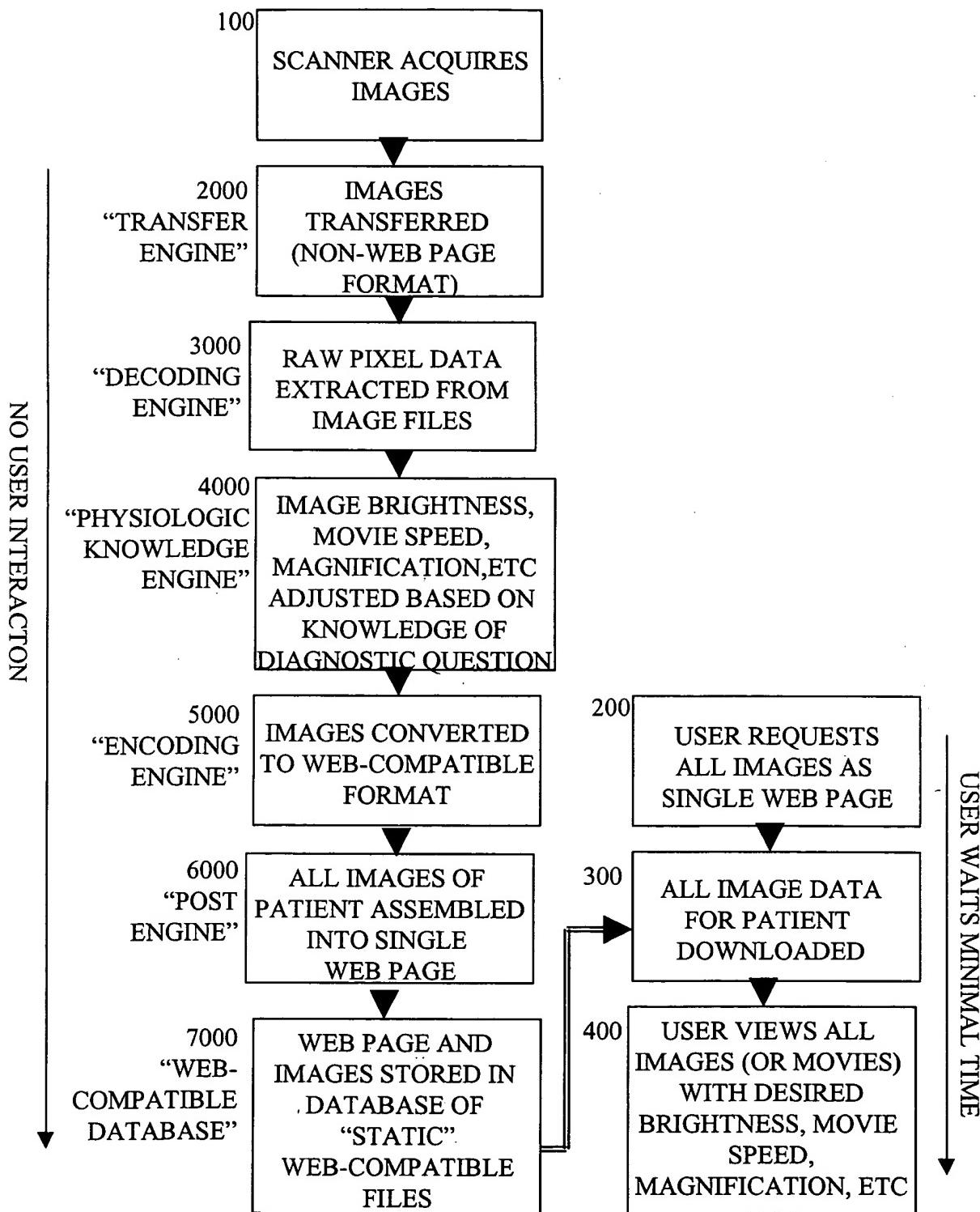
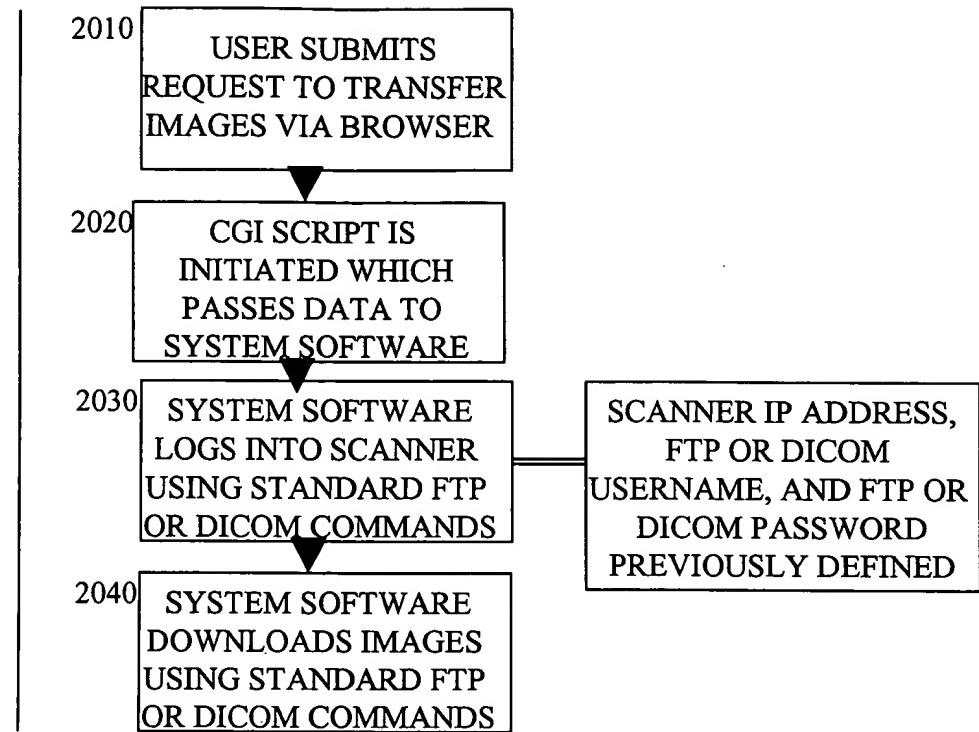


FIGURE 3 - System Overview

Fig. 4a

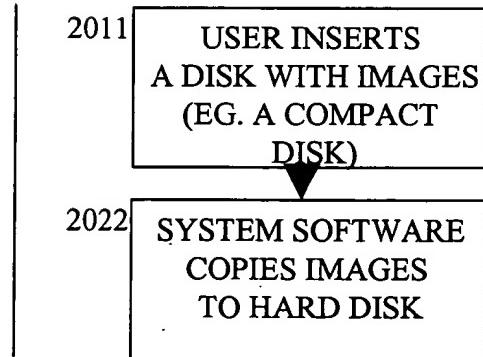
METHOD 1



- OR -

Fig. 4b

METHOD 2



**FIGURE 4 - STEP 2000 DETAILS
("TRANSFER ENGINE")**

Fig. 5a

**METHOD 1
FOR "STANDARD"
IMAGE FORMATS
(EG. DICOM)**

3010 SYSTEM SOFTWARE
READS IMAGE
HEADERS TO DETERMINE
WHERE RAW PIXEL
DATA BEGIN

3020 SYSTEM SOFTWARE
READS IN RAW PIXEL
DATA FOR ALL IMAGES

- OR -

Fig. 5b

**METHOD 2
FOR
"NON-STANDARD"
IMAGE FORMATS**

3011 SYSTEM SOFTWARE
USES A PRIORI KNOWLEDGE
OF IMAGE MATRIX OR
HEADER SIZE TO DETERMINE
WHERE RAW PIXEL
DATA BEGIN

3021 SYSTEM SOFTWARE
READS IN RAW PIXEL
DATA FOR ALL IMAGES

**FIGURE 5 - STEP 3000 DETAILS
("DECODING ENGINE")**

CONTINUATION SHEET

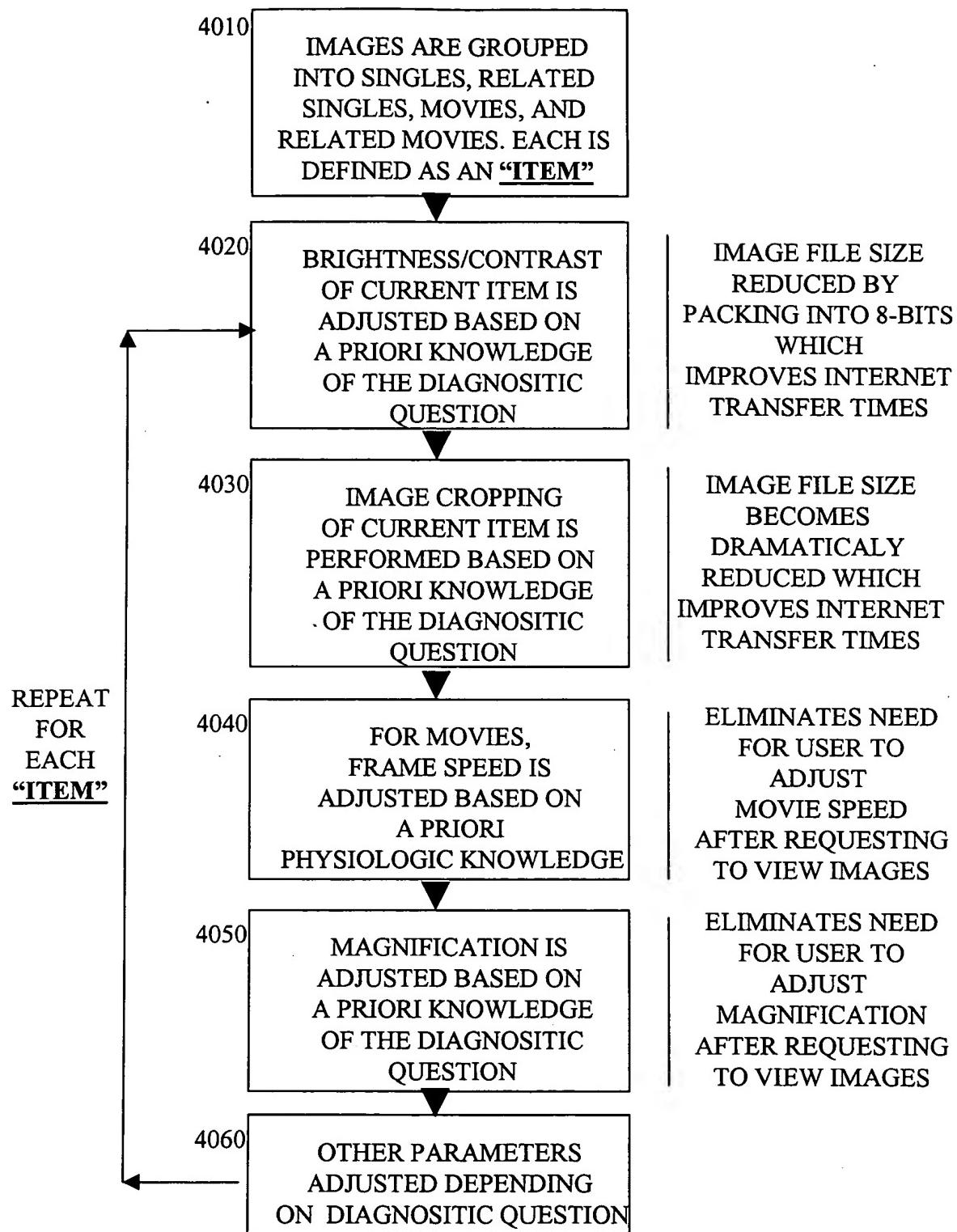


FIGURE 6 - STEP 4000 DETAILS
("PHYSIOLOGIC KNOWLEDGE ENGINE")

STEP 4020 - Define search region as subregion within image which contains the organ of interest (eg. heart) and search all movie frames for the single brightest pixel. Scale all movie frames by same amount to make single brightest pixel equal to 2 to the 8th power minus 1, eg. 255 (1 byte/pixel, 8-bit image).

STEP 4030 - Create thumbnail movies by cropping images such that only the organ of interest is shown (eg. heart).

STEP 4040 - Convert all movie frames into a single movie with frame rate chosen to simulate real time motion (eg. beating heart).

STEP 4050 - Create a full-field-of-view version of each thumbnail so that user can double-click to view additional details.

Fig. 7a

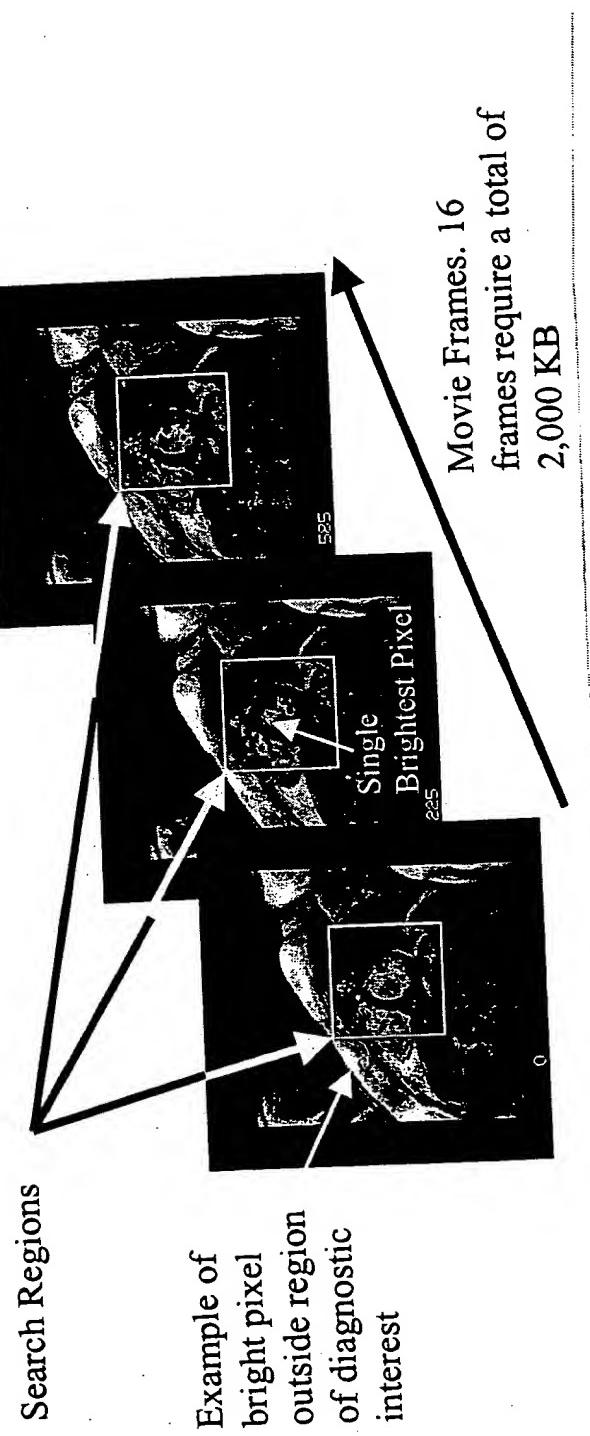


Fig. 7b

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Eg. STEP 4040
Thumbnail movie of
beating heart
(16 frames=100KB)



Eg. STEP 4050
Full field-of-view movie
displayed full screen when thumbnail clicked (16 frames=400KB)

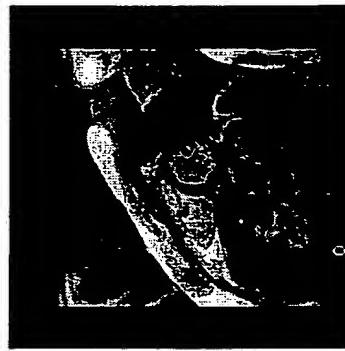


Fig. 7c

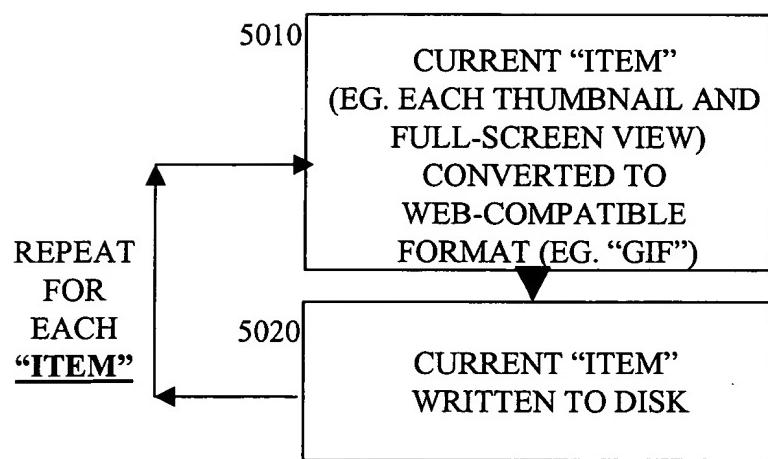


FIGURE 8 - STEP 5000 DETAILS
("ENCODING ENGINE")

09/24/2005 11:12:2000

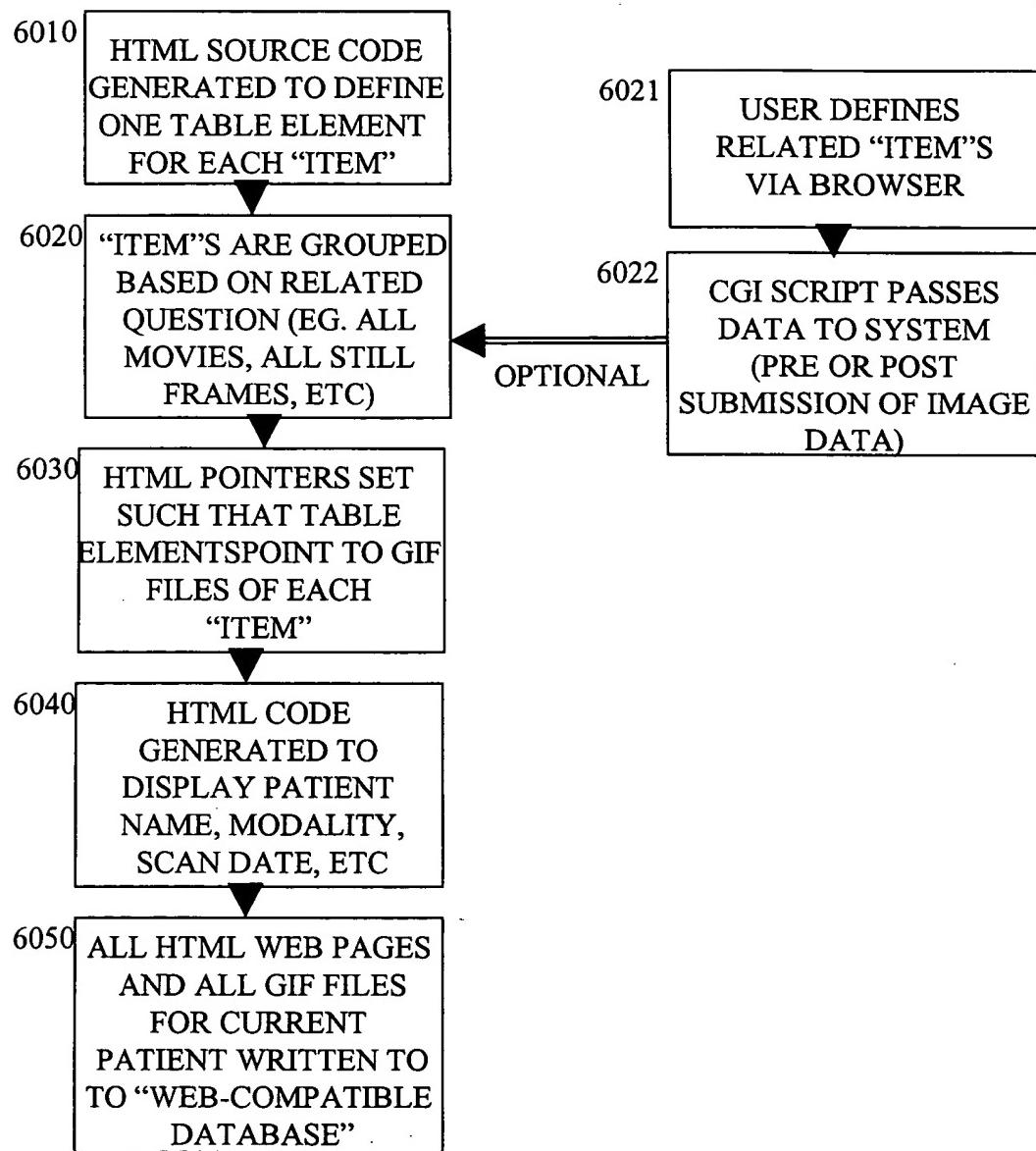
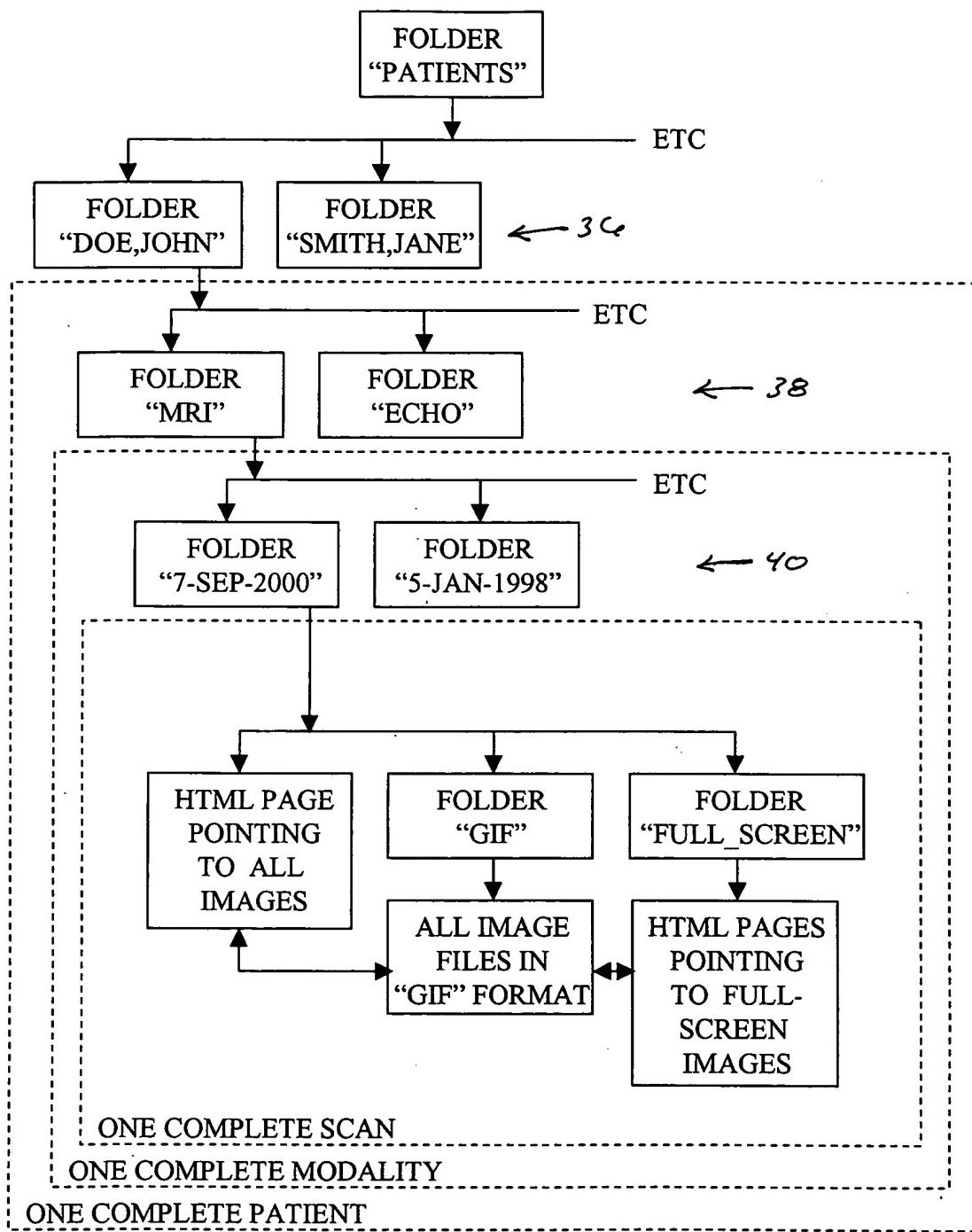


FIGURE 9 - STEP 6000 DETAILS
("POST ENGINE")

00022452460



3
32

FIGURE 10 - STEP 7000 DETAILS
("WEB-COMPATIBLE DATABASE")

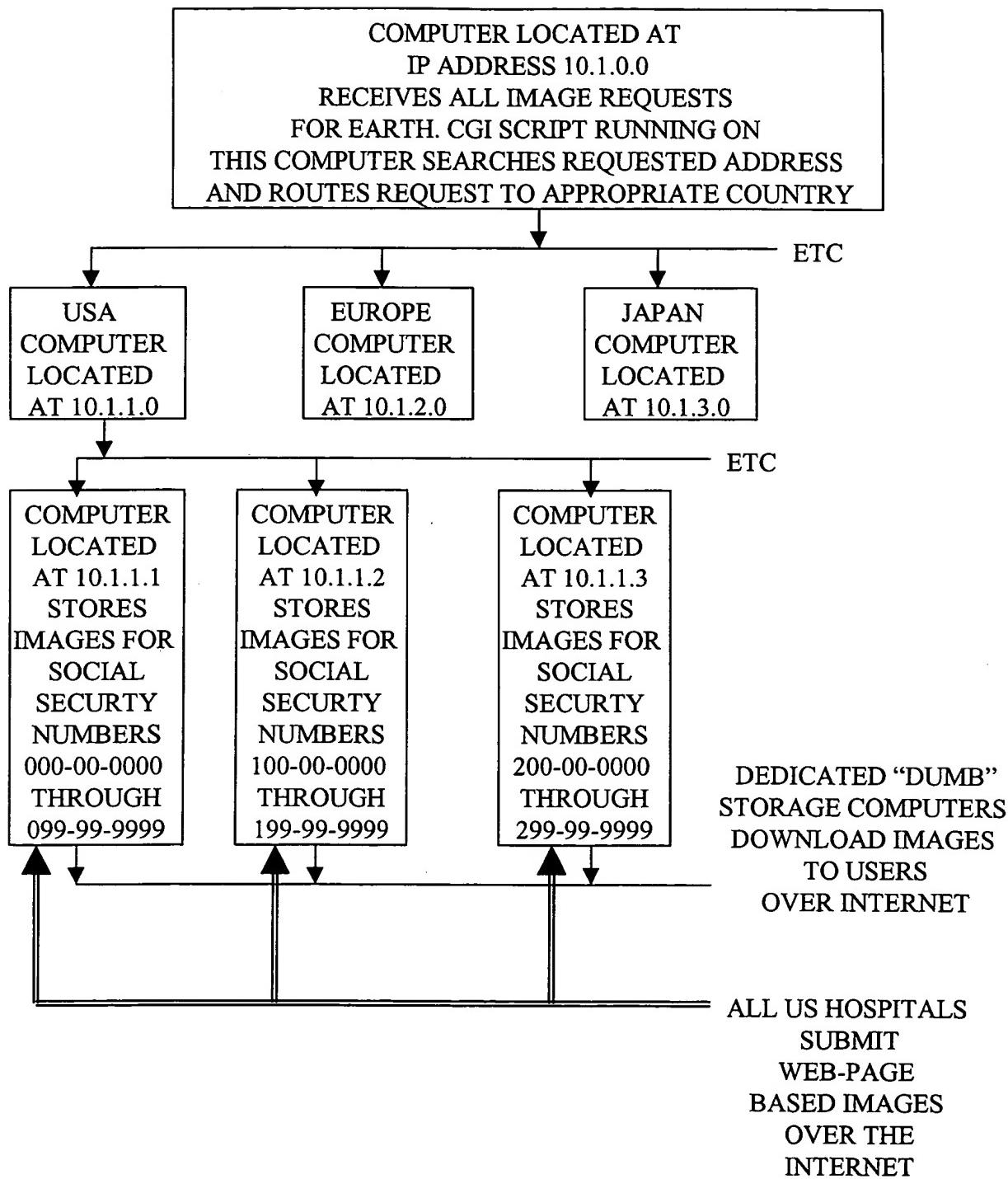


FIGURE 11 - STRUCTURE
OF WORLD-WIDE DATABASE

09/26/2012

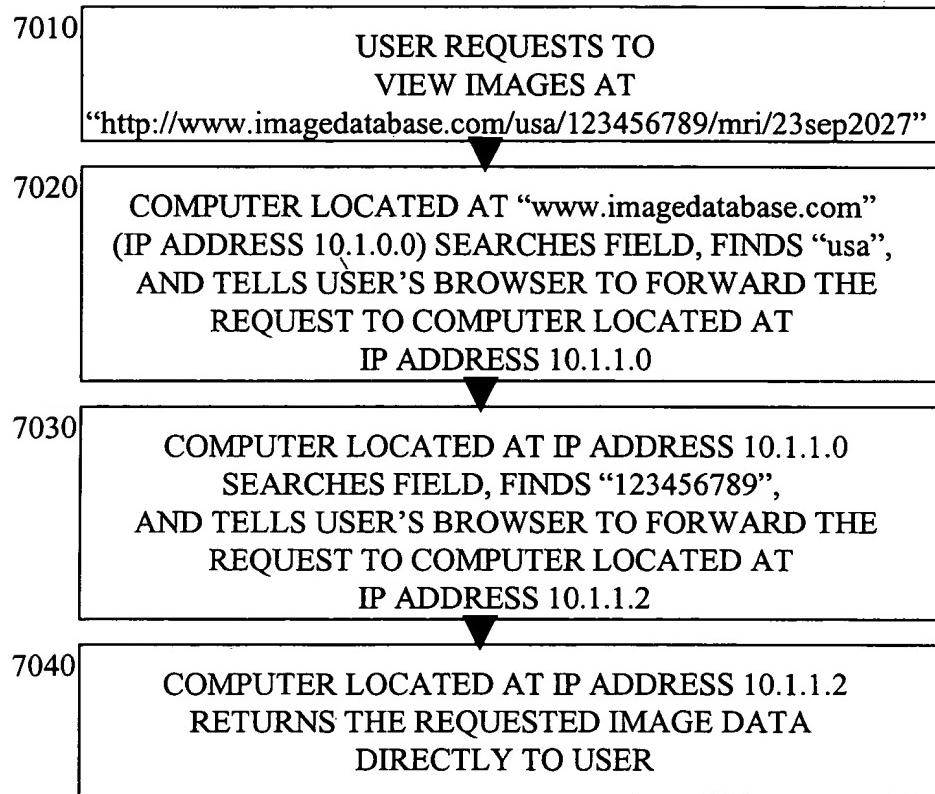


FIGURE 12 - PROCESSING USER REQUEST
USING WORLD WIDE DATABASE

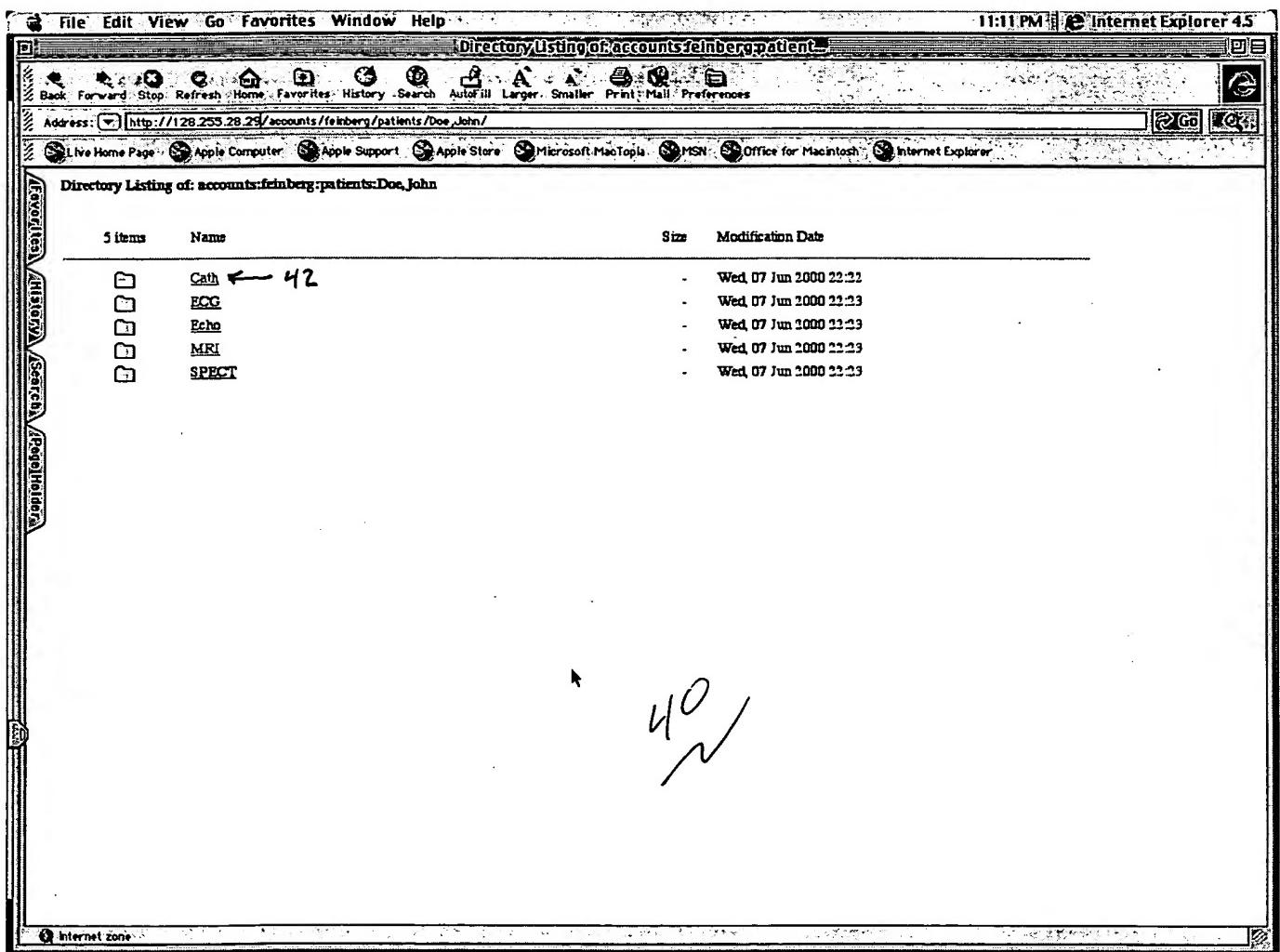


FIGURE 13

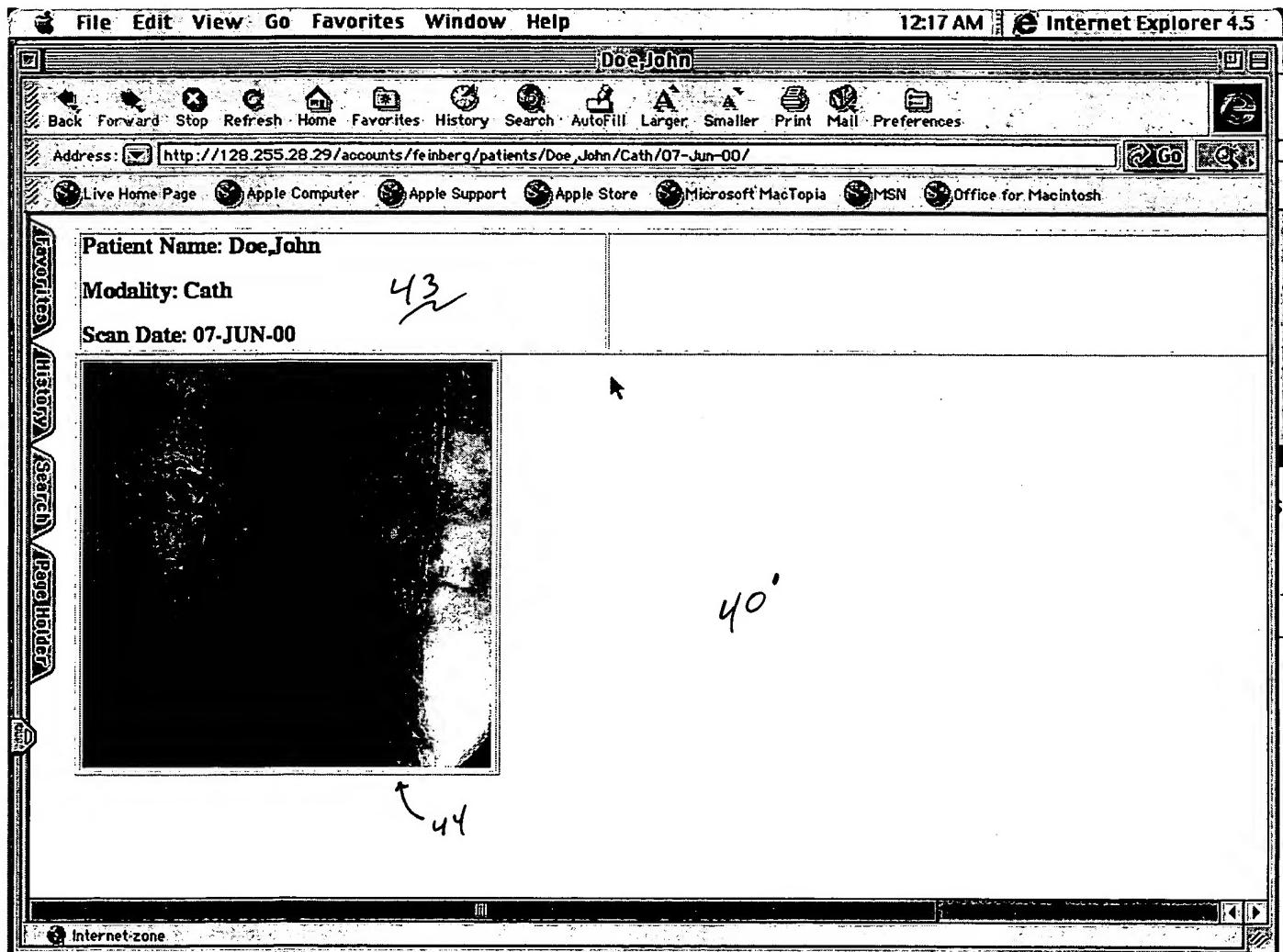


FIGURE 14

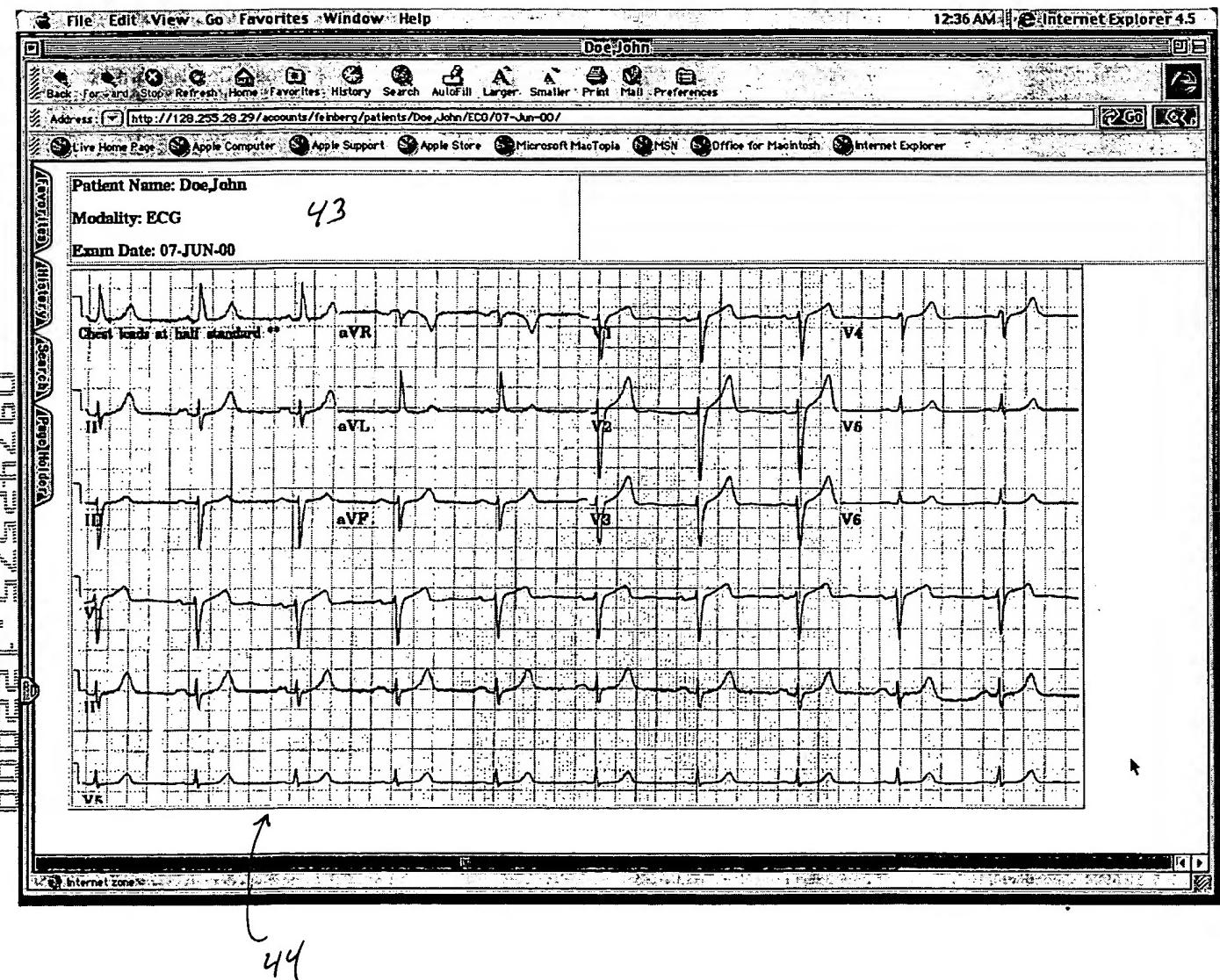


FIGURE 15

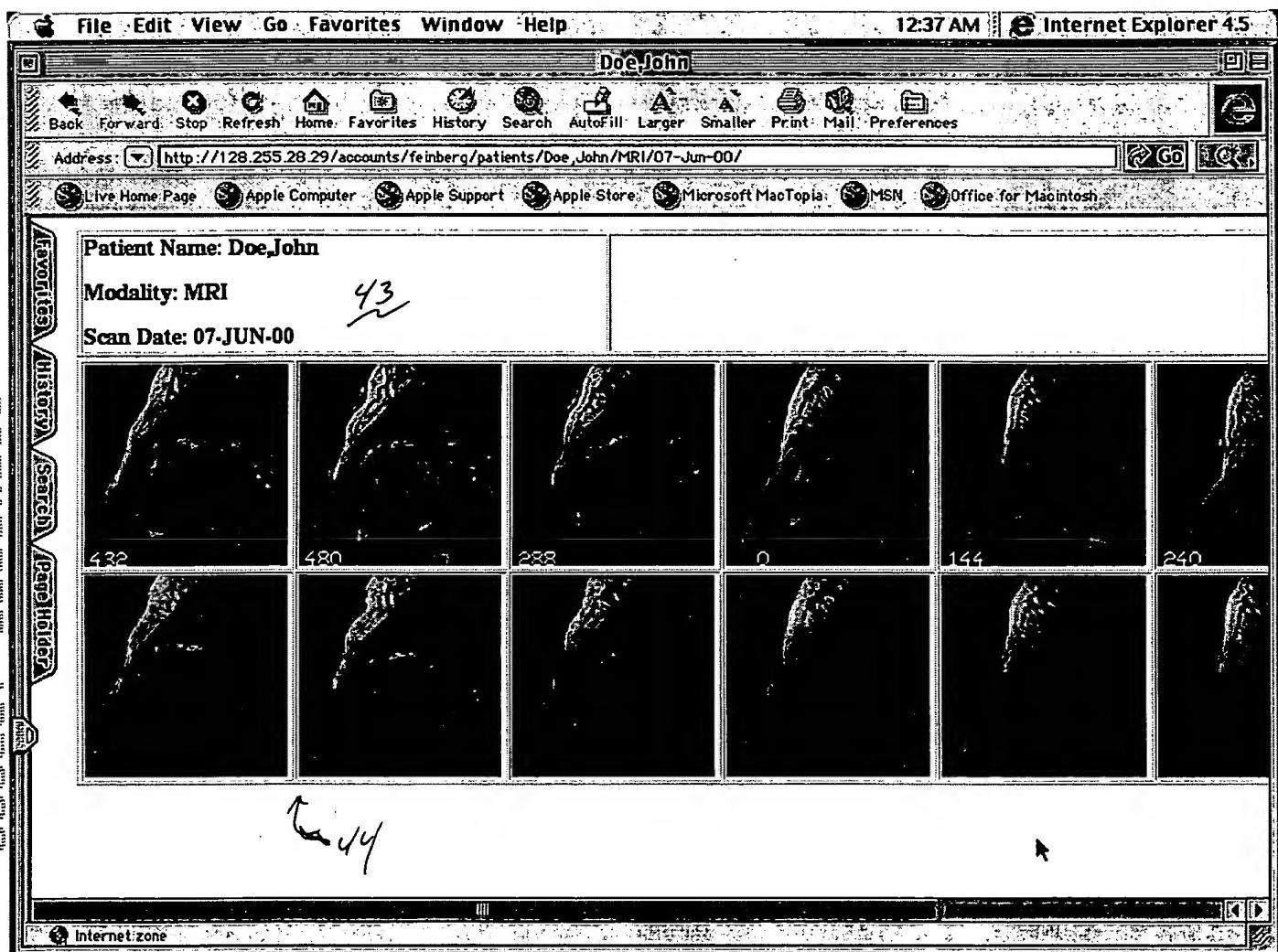


FIGURE 16

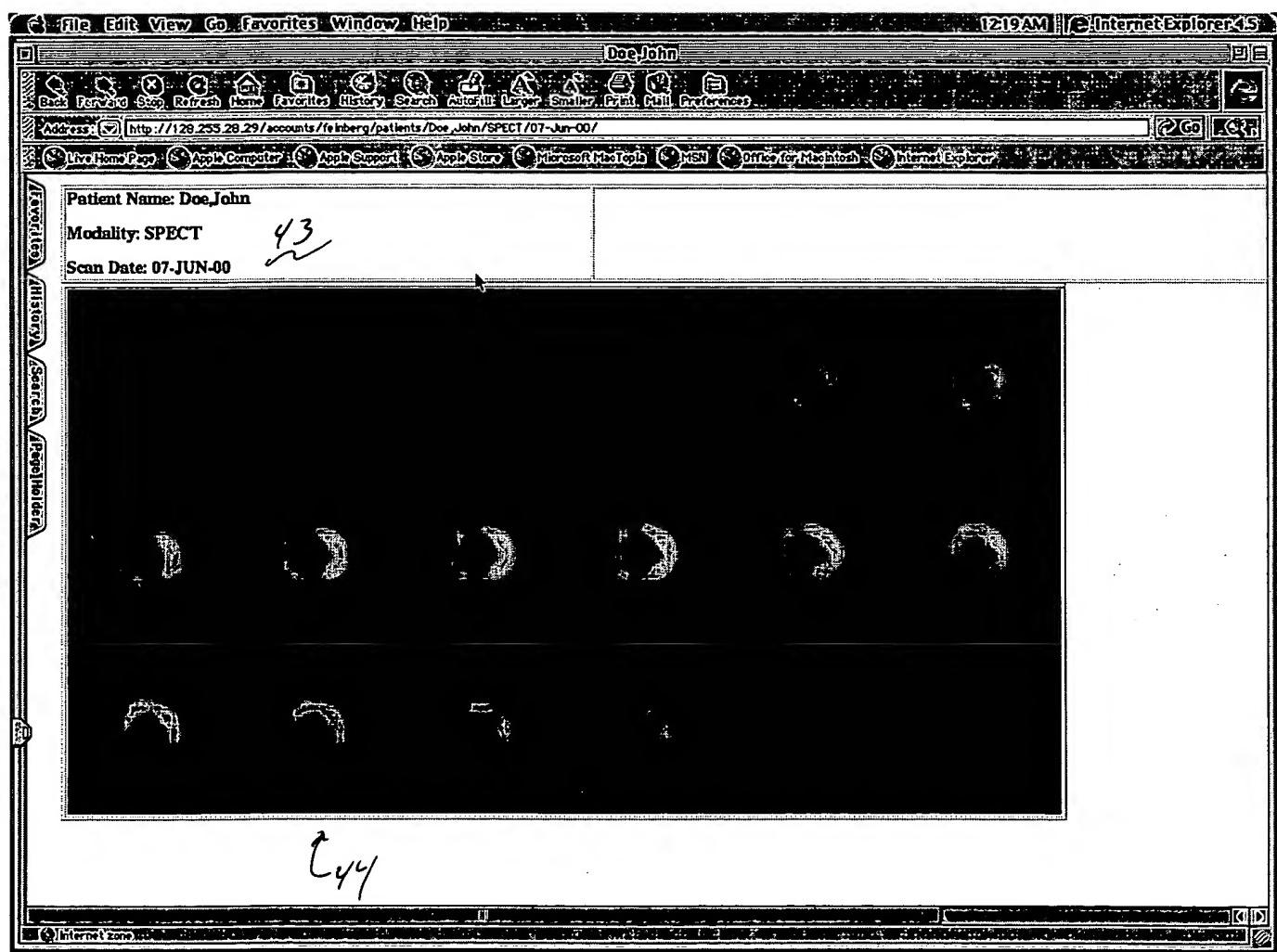


FIGURE 17